Wesley Jennings

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Education

University of Missouri   Columbia, MO
B.S. Computer Science, Mathematics Minor   Expected May 2026
Cumulative GPA: **3.86/4.0**
Coursework: Object Oriented Programming - Java, Calculus I - III, Differential Equations, Algorithm Design 1-3 - C, Intro to Machine Learning, Web Application Dev 1, Computer Org and Assembly Language, Database Application and Info Systems, Public Speaking

Skills & Interests

Languages: C, Java, Python, Swift, Bash, JavaScript, C++
Technologies/Frameworks: HTML, CSS
Databases: SQL
DevOps Technologies: Git

Projects & Experience

Web Scraping Project, Python   July 2024 - Sep 2024
 • Developed a Python-based web scraper using Selenium and BeautifulSoup to collect car listings from AutoTempest.
 • Scraped car data, including price, mileage, location, and posting date.
 • Implemented custom filters to extract listings based on the scraped data.
 • Parsed the collected data into a structured format and exported it to CSV.

2-D Game Engine Project, Java   May 2025 - July 2025
 • Created a fixed-time-step loop capped at 60 FPS with clear update/render separation.
 • Implemented pixel renderer with z-buffer, sprite batching, clipping, and camera offset for smooth scrolling.
 • Integrated per-pixel radial lighting with fall-off and occlusion for dynamic day/night and torch effects.
 • Built input manager tracking key/mouse edge states to simplify gameplay controls.

Stock Indicator ML Model, Python   March 2025 - May 2025
 • Pulled 11 years of S&P 500 price data with **yfinance** into **pandas** DataFrames.
 • Engineered technical features such as daily % returns plus 7-, 30-, 60-, and 90-day moving averages and a binary
 – "growth" target; removed incomplete rows.
 • Trained multiple logistic-regression models on curated feature subsets and ranked them by accuracy.
 • Chose the top-performing model, extracted its coefficients, and printed the full decision-boundary equation for
 – interpretability.

Minecraft Mod, Java   June 2025 - Current
 • Developed custom Forge mods for Minecraft 1.20.1, adding changes such as new blocks, tools, world generation using
 – Java and the Forge modding framework
 • Developed block and item behaviors, in-game GUIs, and event-driven mechanics such as tick handlers
 • Reverse-engineered **Minecraft** source code to understand game internals and extend mod functionality

Saint Alban Roe, Wildwood MO   Aug 2016 - Dec 2022
Soccer Referee
 • Officiated soccer games to maintain standards of play and the laws of the game.
 • Communicated with other officials, coaches, and players to provide information, coordinate activities, and discuss
 – problems.
 • Promoted good sportsmanship while maintaining good discipline, fair play, and courtesy.

Activities & Extracurriculars

Mizzou Rocket League Esport, Main Roster Player   May 2023 - May 2025
 • Collaborated with teammates to develop and execute strategic plays, fostering teamwork and communication skills.
 • Demonstrated adaptability and quick decision-making in high-pressure competitive environments.
 • Developed time management skills, balancing school and competitive gaming.